

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for providing a message director service in a gaming network including gaming machines, the method comprising:

sending service information for the message director service from the message director service to a discovery agent on the gaming network, wherein the message director service receives an event message from one or more of a plurality of gaming clients on the gaming network and in response receiving the event message the message director service utilizes configuration data to route the event message to one or more gaming clients on the gaming network;

determining by the discovery agent if the message director service is authentic and authorized;

in response to determining that the message director service is authentic and authorized, publishing the service information to a service repository to make the message director service available on the gaming network;

receiving by the discovery agent a discovery request for the location of the message director service from a gaming client;

using the service information for the message director service to register the gaming client with the message director service;

verifying that the gaming client is authorized to utilize the message director service; and

processing one or more service requests between the gaming client and the message director service, said service requests conforming to an internetworking protocol.

2. (Original) The method of claim 1, wherein the message director service comprises a web service.

3. (Original) The method of claim 2, wherein the service request is formatted according to a service description language.

4. (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. (Original) The method of claim 2, wherein the message director service is registered in a UDDI registry.
6. (Original) The method of claim 1, wherein the gaming client comprises a gaming machine.
7. (Original) The method of claim 1, wherein the gaming client comprises a service provider.
8. (Original) The method of claim 1, wherein the service request comprises a request by the gaming client to start receiving at least one specified event message from the message director service.
9. (Original) The method of claim 1, wherein the service request comprises a request by the gaming client to stop receiving at least one specified event message from the message director service.
10. (Previously Presented) The method of claim 1, wherein the service request comprises a request by the gaming client to send an event message to the message director service.
11. (Original) The method of claim 10, wherein the event message conforms to an XML format.
12. (Original) The method of claim 10, wherein the event message comprises a gaming machine play event.
13. (Canceled)

14. (Currently Amended) A gaming network system providing a message director service, the gaming network system comprising:

a plurality of gaming clients communicably coupled to the gaming network, each of the gaming clients comprising one or more processors executing from a memory;

a message director service on a server computer having one or more processors and communicably coupled to the gaming network, wherein the message director service receives an event message from one or more of a plurality of gaming clients on the gaming network and in response to receiving the event message the message director service utilizes configuration data to route the event message to one or more gaming clients on the gaming network;

a discovery agent on a computer having one or more processors communicably coupled to the gaming network, wherein the discovery agent is operable to:

receive service information from the ~~event management~~ message director service,

determine if the message director service is authentic and authorized for the gaming network, and

publish the service information to a service repository to make the message director service available on the gaming network;

wherein a gaming client of the plurality of gaming clients operable to issue a request for the location of the message director service to the discovery agent and use the service information received from the discovery agent to issue a registration request to the message director service; and

wherein the message director service is further operable to:
receive the registration request from the gaming client;
and

process one or more service requests between the gaming client and the message director service, said service requests conforming to an internetworking protocol.

15. (Original) The gaming network system of claim 14, wherein the message director service comprises a web service.

16. (Original) The gaming network system of claim 15, wherein the service request is formatted according to a service description language.

17. (Original) The gaming network system of claim 16, wherein the service description language is a Web Services Description Language (WSDL).

18. (Original) The gaming network system of claim 14, wherein the message director service is registered in a UDDI registry.

19. (Original) The gaming network system of claim 14, wherein the gaming client comprises a gaming machine.

20. (Original) The gaming network system of claim 14, wherein the gaming client comprises a service provider in the gaming network.

21. (Original) The gaming network system of claim 14, wherein the service request comprises a request by the gaming client to start receiving at least one specified event message from the message director service.

22. (Original) The gaming network system of claim 14, wherein the service request comprises a request by the gaming client to stop receiving at least one specified event message from the message director service.

23. (Previously Presented) The gaming network system of claim 14, wherein the service request comprises a request by the gaming client to send an event message to the message director service.

24. (Original) The gaming network system of claim 14, wherein the event message conforms to an XML format.

25. (Original) The gaming network system of claim 23, wherein the event message comprises a gaming machine play event.